

Sorting Quick Sort

Week-04, Lecture-02

Course Code: CSE221

Course Title: Algorithms

Program: B.Sc. in CSE

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Divide: Partition the array into two sub-arrays

A[p ... q-1] and A[q+1 ... r] such that each element of

A[p. q-1] is less than or equal to A[q], which in turn

less than or equal to each element of A[q+1..r]

Conquer: Sort the two sub-arrays A[p . . q-1] and

A[q+1 . . r] by recursive calls to quick sort.

Combine: Since the sub-arrays are sorted in place, no

work is needed to combine them.

QUICKSORT(A, p, r)

if p< r

then $q \square PARTITION(A, p, r)$

QUICKSORT(A, p, q-1)

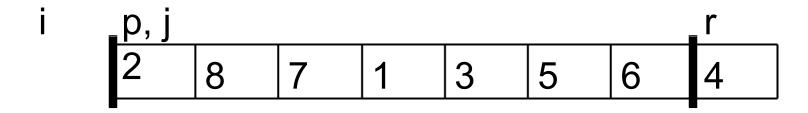
QUICKSORT(A, q+1, r)

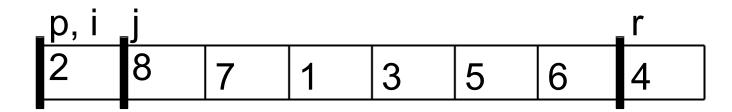
PARTITION(A, p, r)

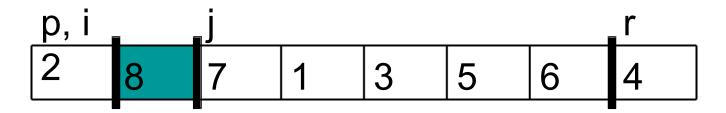
 $x \square A[r]$

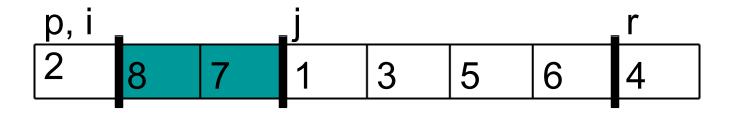
i □ p-1

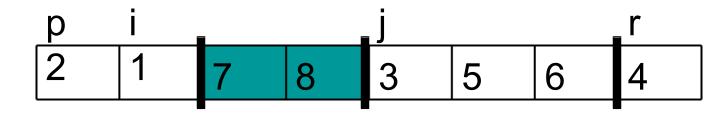
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for j \square p to r-1
     do if A[j] \le x
           then i □i+1
              exchange A[i] \square A[j]
exchange A[i+1] \square \square A[r]
return i+1
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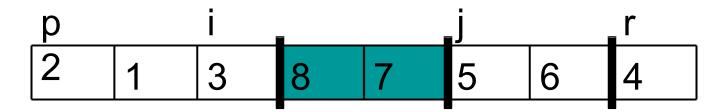


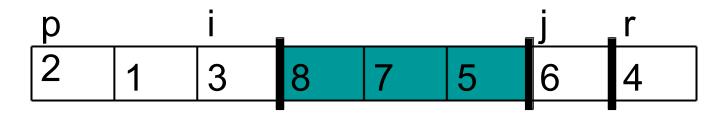


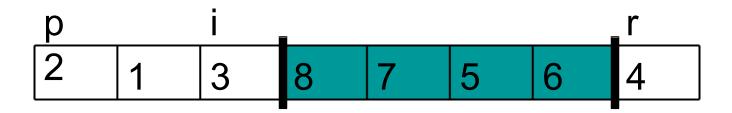


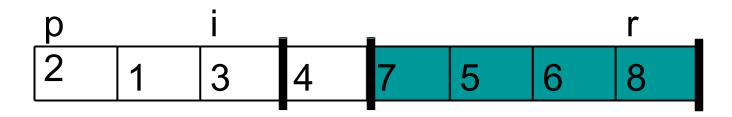












Worst-case partitioning:

The partitioning routine produces one sub-problem

with n-1 elements and another sub-problem with 0

elements. So the partitioning costs $\theta(n)$ time.

Worst-case partitioning:

The recurrence for the running time

$$T(n)=T(n-1)+T(0)+\theta(n)$$

$$=T(n-1)+\theta(n)$$

=----
$$\theta(n^2)$$

Worst-case partitioning:

The $\theta(n^2)$ running time occurs when the input

array is already completely sorted – a common

situation in which insertion sort runs in O(n) time

Best-case partitioning:

The partitioning procedure produces two

sub-problems, each of size not more than n/

2.

Best-case partitioning:

The recurrence for the running time

$$T(n) \le 2T(n/2) + \theta(n)$$

$$=$$
 ---- $O(n \lg n)$

Best-case partitioning:

The equal balancing of the two sides of the

partition at every level of the recursion

produces faster algorithm.

Balanced partitioning:

Suppose, the partitioning algorithm always

produces 9-to-1 proportional split, which

seems quite unbalanced.

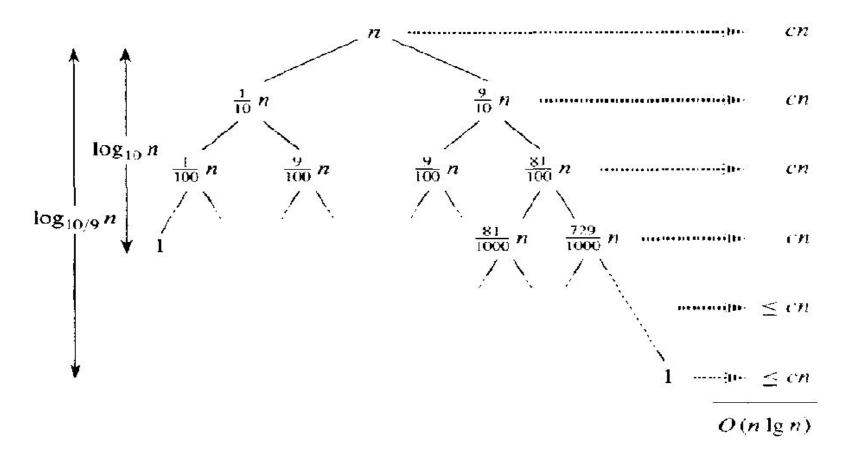
Balanced partitioning:

The recurrence for the running time

$$T(n) \le T(9n/10) + T(n/10) + cn$$

$$=$$
 ---- $O(n \lg n)$

Balanced partitioning: The recursion tree



Balanced partitioning:

In fact, a 99-to-1 split yields an O(n lg n) running

time. Any split of constant proportionality yields a

recursion tree of depth $\theta(\lg n)$

Intuition for the average case:

It is unlikely that the partitioning always happens

in the same way at every level.

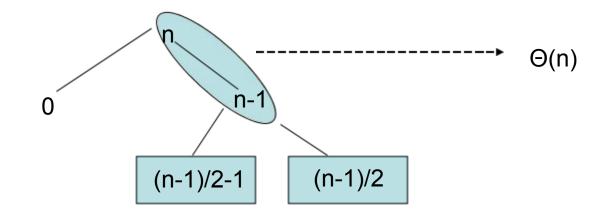
Intuition for the average case:

In the average case, PARTION produces a mix of

"good" and "bad" splits.

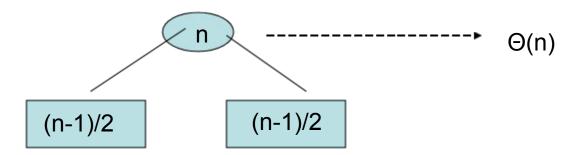
Intuition for the average case:

The combination of the bad split followed by the good split produces three arrays of sizes 0, (n-1)/2-1, and (n-1)/2 at a combined partitioning cost of $\theta(n) + \theta(n-1) = \theta(n)$



Intuition for the average case:

A single level of partitioning produces two sub-arrays of size (n-1)/2 at a cost of $\theta(n)$.



Instead of always using A[r] as the pivot, we will

use a randomly chosen element from the sub-array

A[p..r].

Because the pivot element is randomly chosen,

we expect the split of the input array to be

reasonably well balanced on average.

RANDOMIZED-PARTITION(A, p, r)

 $i \square RANDOM(p, r)$

exchange $A[r] \square \square A[i]$

return PARTITION(A, p, r)

RANDOMIZED-QUICKSORT(A, p, r)

if p<r then

q □ RANDOMIZED-PARTITION(A, p, r)

RANDOMIZED-QUICKSORT(A, p, q-1)

RANDOMIZED-QUICKSORT(A, q+1, r)

Textbooks & Web References

- Text Book (Chapter 3)
- www.visualgo.net

Thank you & Any question?